

**CONTEXTUALLY ACCURATE DIALOGUE MODELING
IN AN ONLINE ENVIRONMENT**

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ABSTRACT

An interactive gaming system is described in which characters are generated and controlled to model human behavior in an accurate manner. The behaviors of the characters are contextually accurate because the behaviors adapt to accurately reflect the attitudes of the characters toward the user. A database stores relationship data
10 representing the attitudes of the characters. A gaming engine executing on a computer is coupled to the database and receives input representing the user's interaction with the character and updates the relationship data. The gaming engine generates media for display to the user based on the relationship data. The media may include text-based dialogue, digital photographs of the character, video, audio and the like. The database
15 stores data defining one or more behavior patterns by which the gaming engine dynamically generates the gaming environment and controls the character so as to model human nature.